



## **Apps for the Army (A4A)**

### **What is it?**

Apps for the Army (A4A) is a special effort to reduce drastically the time it takes to deliver applications to the Soldier. It synchronizes and integrates three strategic initiatives: deployment of standardized computing environments as part of the Common Operating Environment, establishment of agile enterprise software business processes, and implementation of an Army Software Marketplace.

### **Why is this important to the Army?**

A4A is part of a larger effort to make the organizational, policy, process and cultural changes needed for the Army to keep pace with innovation, including the rapid integration of new commercial technologies. Currently, it takes a major information system program 96 months to deliver an initial operational capability. The A4A process delivers applications that provide working capabilities to end users in three months or less. Initial efforts to move from cumbersome system-of-system approaches to standardized computing environments, accompanied by frequent delivery of new applications, have raised the quality of capabilities given to Soldiers while reducing the resources needed.

### **What has the Army done?**

The Army currently is collapsing and converging software-intensive systems, transport capabilities and IT infrastructure as a critical first step in implementing the Common Operating Environment (COE). Concurrent to and synchronized with these COE activities, the Chief Information Officer/G-6 is conducting a series of collaborative exercises, workshops and pilots with key partners and stakeholders to ensure that end user, developer, legal, finance, contracting and Network operator perspectives are incorporated into agile software processes and practices. All of the information gathered will be incorporated into the Army Software Marketplace prototype (as automated processes, engineering practices or testing capabilities).

### **What continued efforts does the Army have planned for the future?**

In FY 12, A4A will execute a second challenge event to validate and implement business model transformation. This challenge will focus on the rapid development and delivery of third-party applications distributed by the Marketplace to Soldiers using Army-approved devices. As a precursor to the challenge, the next Network Integration Evaluation/Network Integration Rehearsal will assess the transition of traditionally developed and fielded IT systems to the COE's standardized computing environments. The Army also will continue to evolve the Marketplace prototype as the centralized online location for advertising, housing and distributing applications and services.